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JACG

MAY 1987

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THE JERSEY ATARI COMPUTER GROUP

BBS/HOTLINE
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EDITORIAL

As you glance through this month's issue, please note the paucity of ST material...In the future I simply will not accept charges that the club leans one way or the other; or that 8-bitters or 16-bitters (whomever) are getting more than proportionate coverage in either the Newsletter or the meeting content. NOPE, not as long as the contribution and involvement level is as it is now. If anyone thinks that the Club (meetings and Newsletters) will automatically and magically entertain, educate and elucidate...you have another think coming. It takes hard work and commitment to put together the monthly meetings and Newsletters. You are all familiar with GIGO (garbage in, garbage out); well, we've got NINO (nothing in, nothing out). If, for instance, there were ample 8 and 16 bit articles submitted to the Newsletter, and the Editor through some predilection on his part tilted coverage in a certain area; a complaint is justified. In the present situation - it is not. ST owners complain of limited coverage, but outside of Charlie Miller's article, what do you find? I am not going to beat the bushes to even the coverage. Contributors make the Newsletter, not any particular group of readers.

D. B. Noyes

MARK YOUR CALENDAR !!
JACG
Meeting Schedule

JUNE 13, 1987

IN THIS ISSUE

ATARI ST COMPUTER SYSTEMS

POWER WITHOUT THE PRICE

68000 PROCESSOR — 8MHZ CLOCK — MIDI INTERFACE
SERIAL & PARALLEL PORTS — TOS OPERATING SYSTEM
WITH GEM — 640X400 MONO RES — 512 COLORS
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1040ST 1.024 MEG RAM WITH MOUSE *CONTROLLER & BUILT-IN DS, DD 3.5" DISK DRIVE*

MONO SYSTEM $549.95

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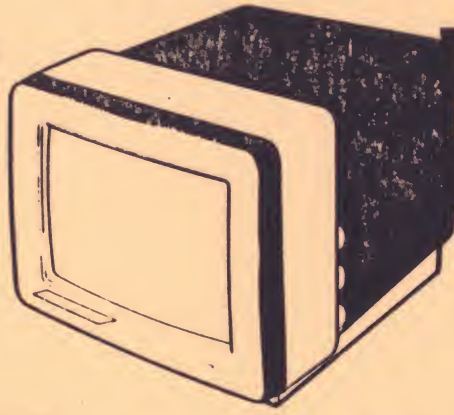

MONO SYSTEM $799.95

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SYSTEM CONSISTS OF:
520ST CPU WITH MOUSE,
SF354 SS, DD DISK DRIVE &
SM124 MONO MONITOR OR
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520ST CPU W/MOUSE	339.95
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SM124 MONO MONITOR	149.95
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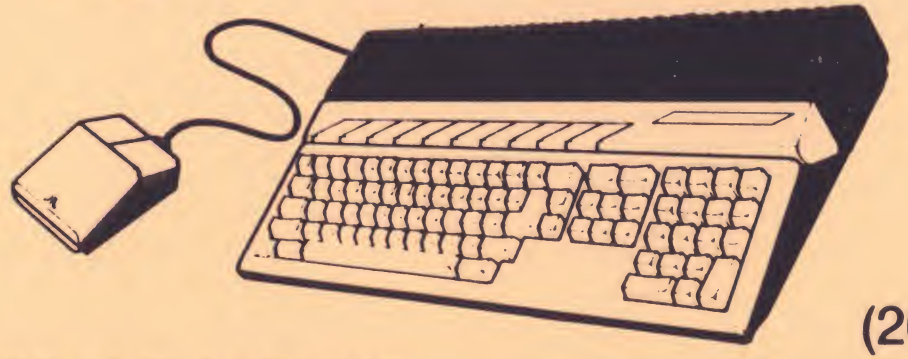
SMM804 DM PRINTER	189.95
1040 ST CPU W/MOUSE & DD	674.95



SUBSTITUTE SF314 FOR SF354 IN 520 ST PACKAGE — ADD $59.95

(201)

GEMINI ENTERPRISES

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CEDAR KNOLLS, NJ 07927 **267-0988**

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PDG

Doug Van Hook - JACG

WARNING!!! Give yourself at least 25 seconds to answer questions, select FRESHMAN often, and if Anybody leaves the room... CHEAT! This is a review of another great Public Domain Gem.

Trivial Pursuit generated the interest of the highly competitive Baby Boomer generation. This "Best Educated" group, now between the ages of 30 and 47, has demonstrated the need to flex its cerebral muscles. It should not be surprising that many offshoots of Trivial Pursuit have worked their way to us via the computer.

This month's disk of the month is called, "Super Quiz" and was written by John W. Goolevitch. The program and questions use both sides of two disks. To use this program you load the program, which is written in BASIC, and is located on the front of the first disk. Side B of disk 1 contains questions, as do both sides of disk 2.

The objective of the game is to reach a total of 35 points by answering the questions correctly. Up to four players can participate in the game. There is a catch! The 35 point total must include at least 3 points in each of the 6 categories of question. The categories are:

Movies
Science
Words
Geography
History
Sports

The player can select the level of difficulty for each question Freshman, Graduate, or Ph.d. The best thing I can do now is to give a few examples of the suffering and umiliation you geniouses are about to face:

Name the four countries which occupied Germany following World War II.

What actor appeared in all three of these films: The Carpetbagger, The Big Land, and Shane?

What is an alternate name for Grand Prix cars?

In which City is the Champs-Elysees?

In which season are shadows the shortest?

If I were a nice guy, I would publish the answers to these questions on the next page for those who couldn't resist indulging in a little wager with a friend... but I'm not a nice guy. You're just going to have to buy the disk! You could do a lot worse though, a trivia quiz (at least one) is a MUST HAVE for Atari users.

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PRESIDENT'S CORNER

Tom Pazel - JACG

From my viewpoint, the world of Atari seems to be rather quiet this past month. The major news appears to be the new machines: the Mega ST and Atari PC. To these eyes, they look like they should have a good following. It's hard to believe one will be able to buy a complete desktop publishing system (Mega ST with 2M RAM, 300 dots per inch resolution laser printer and software) for about $3,000. That's something! It wasn't very long ago when the company I work for bought an Apple Lisa and Imagewriter printer (which doesn't have the quality of laser) for well over $6,000.

About a week before the April meeting, the hard disk for the BBS arrived. Wanna talk about somethin' unusual? After unpacking it from the box, it was noticed how extremely light it was. Boy, the wonders of modern electronics! Actually, the reason it was so light was that there were no guts in the case! Somehow, the thing was put in the box with hardly any internals. Well, it's gotta be one of the quietest disk drives in the world. Anyway, I'm sure everything will be straightened out very shortly and our BBS can really start hoppin'!

I want to thank David Favin for coming to our April meeting to receive his award and to speak to us about what he has done with the Atari. I enjoyed his talk very much.

Until next month, enjoy your Atari!

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TREASURER'S REPORT
April 1987

S. Vandenberg, Treasurer - JACG

STARTING BALANCE 4/1/87		$3513.74
INCOME	$949.00	
EXPENSE	$1146.16	
ENDING BALANCE 4/30/87		$3316.58

- - - - -

JACG EXECUTIVE MEETING

JACG SECRETARY - R.P. Mulhearn

The JACG EXECUTIVE BOARD met on 04/03/87 with a quorum present consisting of R.Mulhearn, T.Pazel, T.Shoosmith, S.Vandenberg, D.Noyes, S.Cory, D.Van Hook and G.Gorski.

The meeting was called to order and the first item of business was the approval of the purchase of 1000 5 1/4" disks and 100 3 1/2" disks with the preapproval of a like amount when required for the Library - no negative votes. Further, for the 8-Bit Library, the purchase of 3 Happy-type controllers for the Clubs' 1050's to ease duplication; and the acquisition of a double-sided drive for the BBS, thus freeing 2 single sided drives for the 16-Bit Library was approved - without dissent.

Gary discussed the implementation of the ringback and hotline with the BBS. Gary was directed to look into the matter of home insurance covering the Clubs' BBS. If home insurance did not cover the BBS, then to explore the cost of purchasing insurance to protect the Clubs' investment from loss.

As an added incentive for club participation, it was proposed and passed that members who either write articles for the newsletter or give demos at the meeting be given an extra draving ticket for that months' meeting.

The duties and responsibilities of the newly elected Vice-Presidents was discussed.

The last item proposed and passed was the doubling-up of Library disks to conserve space and to give members a better value. Price to remain the same as at present. Such compacting to be done as time and help Permit. There being no further club business, the meeting was adjourned.

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JACG
Hall of Fame Games

Don MacLeay - JACG

There may not be any surprises in this months results but there certainly aren't any bad programs!.

```
xxxxxxxxxxxxxxxxxxxxxxxxxxx
x                         x
x JACG Hall of Fame Games x
x                         x
x     Later Cartridges    x
x                         x
x                         x
x     Pole Position       x
x     Donkey Kong         x
x     Caverns of Mars     x
x     Ms. Pac-Man         x
x     Joust               x
x     Eastern Front 1941  x
x     Dig-Dug             x
x                         x
xxxxxxxxxxxxxxxxxxxxxxxxxxx
```

I'm not sure how to go about takling the problem of the hundreds(thousands?) of good disk programs for the Atari 8-bits. And the most disturbing thing to me is what's happening to those that are no longer profitable to market commercially yet are not released into the public domain. They are dissapearing without advertising and the 8-bits are passed on to younger members. I would like to see these orphan programs licensed to the larger user groups for the benefit of everyone.

I'd also like us to change our thinking about the JACG from a non-profit organization to a not-for-profit organization. This implies that it isn't so bad to have some money lying around.

The computer is a valuable tool for the mind that requires skills to utilize effectively. Skills such as touch typing and programming promote a better understanding of mathematics and communication. Learning through simulation supplements teaching by example. The goal of the JACG should be to explore the new computer technology for the enlightenment of its members and distribute the best of it to all.

ed. note...Thank you Don, we must remember, however, that the JACG is now incorporated as a NON-PROFIT organization. All of your points are well-taken.

Automatic Sentence Writer

Charles P. Lichtenwalner--JACG

JACG computed quickly. ATARI printed to a computer. A disk drive outputs for a fast IC. The monitor taught clearly. A gray IC inputs to a printer. An older disk drive synched. Jack Tramiel taught carefully to a monitor. A recise IC outputs carefully....

If you understood any of the above you probably believe artificial intelligence in computers already exists. The above sentences were generated from random numbers and the following word list.

```
A
AN
THE
NOUNS
COMPUTER
DISK DRIVE
IC
PRINTER
MONITOR
PROPERNOUNS
JACK TRAMIEL
ATARI
JACG
ADJECTIVES
FAST
SMALL
SWEET
OLDER
PRECISE
INEXPENSIVE
GRAY
VERBS
COMPUTED
PRINTED
SEARCHED
INPUTS
OUTPUTS
TAUGHT
SYNCHED
ADVERBS
QUICKLY
LOVELY
CAREFULLY
CLEARLY
PREPOSITIONS
BY
ABOUT
ASIDE
FOR
TO
```

A program called AUTOWRIT was written in KYAN Pascal to read in a file of words organized like the one above, then randomly pick words to generate sentences in NOUN [phrase], Verb [phrase], [PREPOSITIONAL CLAUSE] form.

I'm not sure how useful such a program could be. One might use it to respond to the editor's pleas to write some articles for the newsletters. Create a file of words of items that interest you, then sit back and edit the sentences until you have enough for an article. It might also be a useful tool for learning parts of speech. From the list above you can see how the various parts of speech follow their description. If you mix up the parts of speech all the sentences will come out as nonsense! (I'm not sure I got them all right.) I have used the program with my son's spelling words to "help" his reading.

In any case, if you are interested in running the program, use an editor to generate a file of words starting with the three articles then "NOUNS" followed by up to 50 nouns, "PROPERNOUNS" followed by up to 50 proper nouns, "ADJECTIVES" followed by .... etc. for verbs, adverbs, and prepositions. The attached KYAN Pascal program will prompt for the name of the file of words, display the words, then generate the sentences one at a time pausing after each one to allow you to read it. Hitting return will generate the next sentence. The break key stops the program. I can provide a version of the program as a binary file called AUTOWRIT which can be loaded from DOS then run from location $2000 for anyone interested who does not have a Pascal compiler.

If you ever generate anything publishable out of this please let me know.

```
PROGRAM AUTOWRITER;
CONST
  MAXSTRING=15;
TYPE
  STRING=ARRAY[1..MAXSTRING] OF CHAR;
VAR
  ART,NOUN,PROPER,ADJ,VERB,ADV,PREP  :  ARRAY[0..50]  OF
STRING;
  ARTN,NOUNN,PROPERN,ADJN,VERBN,ADVN,PREPN,OUTLAST,I,RAND
: INTEGER;
  OUTPUT : ARRAY[1..80] OF CHAR;
  INFILE,PRINTER : TEXT;
  RANDOMPTR:^CHAR;

FUNCTION LENGTH(VAR A1:STRING):INTEGER;
VAR
  I:INTEGER;
BEGIN
  I:=MAXSTRING;
  WHILE ((A1[I]=' ') AND (I<>1)) DO
    I:=I-1;
  LENGTH:=I;
END;
```

```
FUNCTION EQUAL(STR1,STR2:STRING):BOOLEAN;
VAR
  I:INTEGER;
BEGIN
  I:=1;
  WHILE ((STR1[I]=STR2[I]) AND (I<LENGTH(STR1))) DO
    I:=I+1;
  EQUAL:=(STR1[I]=STR2[I]);
  writeln(str2:15)
END;

PROCEDURE INITIALIZE;
VAR
  I:INTEGER;
  FILENAME:STRING;
BEGIN
  WRITE('ENTER WORDS FILENAME >');
  READLN(FILENAME);
  RESET(INFILE,FILENAME);
  REWRITE(PRINTER,'P:');
  writeln('articles');
  ARTN:=0;
  readln(infile,art[artn]);
  while not eof(infile) and (not equal('NOUNS
',art[artn])) do begin
    ARTN:=ARTN+1;
    READLN(INFILE,ART[ARTN]);
  end;
  WRITELN('nouns');
  NOUNN:=0;
  READLN(INFILE,NOUN[NOUNN]);
  WHILE NOT EOF(INFILE) and (not equal('PROPERNOUNS
',NOUN[NOUNN])) DO BEGIN
    NOUNN:=NOUNN+1;
    READLN(INFILE,NOUN[NOUNN]);
  end;
  writeln('propernouns');
  PROPERN:=0;
  readln(infile,proper[propern]);
  WHILE NOT EOF(INFILE) and (not EQUAL('ADJECTIVES
',PROPER[PROPERN])) DO begin
    PROPERN:=PROPERN+1;
    READLN(INFILE,PROPER[PROPERN]);
  end;
  writeln('adjectives');
  ADJN:=0;
  readln(infile,adj[adjn]);
  WHILE NOT EOF(INFILE) and (not EQUAL('VERBS
',ADJ[ADJN])) DO begin
    ADJN:=ADJN+1;
    READLN(INFILE,ADJ[ADJN]);
  end;
  writeln('verbs');
  VERBN:=0;
  readln(infile,verb[verbn]);
  WHILE NOT EOF(INFILE) and (not EQUAL('ADVERBS
',VERB[VERBN])) DO begin
    VERBN:=VERBN+1;
    READLN(INFILE,VERB[VERBN]);
  end;
  writeln('adverbs');
  ADVN:=0;
  readln(infile,adv[advn]);
  WHILE NOT EOF(INFILE) and (not EQUAL('PREPOSITIONS
',ADV[ADVN])) DO begin
    ADVN:=ADVN+1;
    READLN(INFILE,ADV[ADVN]);
  end;
  writeln('prepositions');
  PREPN:=0;
  WHILE NOT EOF(INFILE) DO BEGIN
    READLN(INFILE,PREP[PREPN]);
    writeln(prep[prepn]);
    PREPN:=PREPN+1;
  END;
  RANDOMPTR:=pointer(-11766);
END;

FUNCTION RANDOM:INTEGER;
BEGIN
  RANDOM:=ORD(RANDOMPTR^);
END;

PROCEDURE ADDWORD(WORD:STRING);
VAR
  I:INTEGER;
BEGIN
  FOR I:=1 TO LENGTH(WORD) DO
    OUTPUT[OUTLAST+I-1]:=WORD[I];
  OUTLAST:=OUTLAST + LENGTH(WORD) + 1;
END;

PROCEDURE GETPROPER;
VAR
  RAND:INTEGER;
BEGIN
  RAND:=RANDOM MOD PROPERN;
  ADDWORD(PROPER[RAND])
END;


PROCEDURE GETVERB;
VAR
  RAND:INTEGER;
BEGIN
  RAND:=RANDOM MOD VERBN;
  ADDWORD(VERB[RAND])
END;

PROCEDURE GETADV;
VAR
  RAND:INTEGER;
BEGIN
  RAND:=RANDOM MOD ADVN;
  ADDWORD(ADV[RAND])
END;

PROCEDURE GETPREP;
```

```
VAR
  RAND:INTEGER;
BEGIN
  RAND:=RANDOM MOD PREPN;
  ADDWORD(PREP[RAND])
END;

PROCEDURE GETNOUNPHRASE;
VAR
  RAND,RAND1:INTEGER;
BEGIN
  RAND:=RANDOM MOD ARTN;
  ADDWORD(ART[RAND]);
  RAND1:=RANDOM;
  IF RAND1>170 THEN BEGIN
    RAND:=RANDOM MOD ADJN;
    ADDWORD(ADJ[RAND]);
    RAND:=RANDOM MOD ADJN;
    ADDWORD(ADJ[RAND]);
  END
  ELSE IF RAND1>85 THEN BEGIN
    RAND:=RANDOM MOD ADJN;
    ADDWORD(ADJ[RAND]);
  END;
  RAND:=RANDOM MOD NOUNN;
  ADDWORD(NOUN[RAND]);
END;

FUNCTION ISA(I:INTEGER):BOOLEAN;
BEGIN
  IF   (OUTPUT[I]='  ')  AND   (OUTPUT[I+1]='A')   AND
(OUTPUT[I+2]=' ') THEN ISA:=TRUE
  ELSE ISA:=FALSE;
END;

FUNCTION ISAN(I:INTEGER):BOOLEAN;
BEGIN
  IF   (OUTPUT[I]='  ')  AND   (OUTPUT[I+1]='A')   AND
(OUTPUT[I+2]='N') AND (OUTPUT[I+3]=' ') THEN ISAN:=TRUE
  ELSE ISAN:=FALSE;
END;

FUNCTION ISVOWEL(I:INTEGER):BOOLEAN;
BEGIN
  ISVOWEL:=OUTPUT[I] IN
    ['A','E','I','O','U']
END;

PROCEDURE CHECKARTICLES;
VAR
  I,J:INTEGER;
BEGIN
  FOR I:=1 TO 75 DO BEGIN
    IF ISA(I) AND ISVOWEL(I+3) THEN BEGIN
      FOR J:=79 DOWNTO I+2 DO
        OUTPUT[J+1]:=OUTPUT[J];
    OUTPUT[I+2]:='N';
    END;
  END;
  FOR I:=1 TO 75 DO BEGIN
    IF ISAN(I) AND NOT ISVOWEL(I+4) THEN
      FOR J:=I+2 TO 79 DO
        OUTPUT[J]:=OUTPUT[J+1];
  END
END;

BEGIN  {START OF PROGRAM}
  INITIALIZE;
  WHILE TRUE DO BEGIN
  OUTLAST:=2;
  FOR I:=1 TO 80 DO
    OUTPUT[I]:=' ';
  IF RANDOM<85 THEN GETPROPER
  ELSE GETNOUNPHRASE;
  GETVERB;
  IF RANDOM<85 THEN GETADV;
  IF RANDOM>170 THEN BEGIN
    GETPREP;
    GETNOUNPHRASE;
  END
  ELSE IF RANDOM>128 THEN BEGIN
    GETPREP;
    GETNOUNPHRASE;
  END;
  OUTPUT[OUTLAST-1]:='.';
  CHECKARTICLES;
  WRITELN((printer,)OUTPUT:79);
  READLN;
  END
END.
```

- - - - - - - - - - - - -

W H E R E

A R E

T H O S E

S T

A R T I C L E S

? ? ? ? ? ? ? ?

ATARIWRITER COMMAND REFERENCE

CURSOR MOVEMENT

CNTL UP/DOWN/LEFT/RIGHT	CHARACTER
CNTL A,CNTL Z	LINE
SELT LEFT/RIGHT	WORD
OPTN UP/DOWN	SCREEN
SELT T,SELT B	FILE(BANK)
STRT B	BANKS
ESCAPE	RETURN TO MENU
BREAK	RETURN TO EDIT

ENTERING TEXT

CNTL P,RETURN	PARAGRAPHS
CNTL C,RETURN	CENTER
CNTL C CNTL C,RETURN	BLOCK RIGHT
OPTN B,OPTN E,OPTN X	COPY BLOCK
OPTN B,OPTN DEL,OPTN X	MOVE BLOCK
OPTN L	MERGE FILES
OPTN F	DISTRIBUTE TEXT TO OTHER BANKS

TABS AND SPECIAL EMPHASIS

TAB	NEXT TAB
CNTL TAB	CLEAR ALL TABS
SELT TAB	SET TAB AT CURSOR
STRT TAB	CLEAR TAB AT CURSOR
FUJI	UNDERLINE NEW TEXT
CNTL U	UNDERLINE OLD TEXT
SELT DOT,TEXT,SELT DOT	BOLD PRINT
SELT DWN,TEXT,SELT UP	SUBSCRIPTS
SELT UP ,TEXT,SELT DWN	SPRSCRIPTS
SELT E,TEXT,SELT E	DBLWIDTH 40 COL.
CNTL-G 1 (DEFAULT)	PICA 80 COL.
CNTL-G 6	ELITE 96 COL.
CNTL-O 27,CNTL-O 15	COMPRST 132 COL.
CNTL-O 27,CNTL-O 18	COMPRST OFF
CNTL-O 27,CNTL-O 52	ITALICS ON
CNTL-O 27,CNTL-O 53	ITALICS OFF
CNTL-O 27,CNTL-O 120,CNTL-O 1	NLQ ON
CNTL-O 27,CNTL-O 120,CNTL-O 0	NLQ OFF

DELETING TEXT

BACKSPACE	LEFT OF CURSOR
CNTL BKSP	RIGHT OF CURSOR
SHFT DELETE	LINE
OPTN B,OPTN DEL	BLOCK
SELT DELETE	END OF FILE(BANK)

SEARCH AND REPLACE

STRT S	ENTER SEARCH STRING, SPACES COUNT.
SELT S	SEARCH FOR STRING
START R	ENTER REPLACE STRING, SPACES COUNT.
SELT R	REPLACE NEXT SEARCH STRING WITH REPLACE STRING.
OPTN G	GLOBAL SEARCH AND REPLACE POS. CURSOR AT BEGINNING.

HEADERS, FOOTERS, PAGE NUMBERS

	AT BEGINNING OF FILE:
CNTL H,RETURN	ONE OR TWO LINES
CNTL F,RETURN	ONE OR TWO LINES
SHFT @	INSIDE HEADER OR FOOTR FOR PAGE NUMBER.

OTHER NEAT STUFF

CAPS	TOGGLE UPPER/LOWERCASE
CNTL CAPS	CHANGE CASE OF OLD TEXT
SHFT INSRT	RECOVER LAST DELETED LINE
OPTN X	RECOVER LAST DELETED BLOCK
OPTN B,OPTN A	ALPHABETIZE A LIST
OPTN B,OPTN W	COUNT WORDS IN BLOCK
OPTN W	WORD COUNT IN FILE
OPTN B,OPTN S	SAVE PORTION OF FILE OR TRANSFER TO ANOTHER WORD PROCESSOR.
SELT U	SEARCH END TO BEGINING
CNTL V D1:NAME	CHAIN FILES FOR PRINT. CAPITAL LETTERS ONLY.
L1,R38,M42,N80	TWO COLUMN PRINTING
CNTL Q NUMBR	CHANGE PAGE NUMBER
OPTN C NUMBR	NUMBER OF COLUMNS
OPTN P	PRINT PREVIEW
STRT E	ERASE RECOVERY BUFFER
CNTL B	BEEP ON/OFF(MAIN MENU)
CNTL INSRT	TYPE-OVER/INSERT MODES
CNTL E	FORCED PAGE BREAK

D. MacLeay - JACG

Atari Cartesian Graphics

by Donald Forbes - JACG

A picture is worth a thousand words. Especially if you are in a college math class and must cope with a complicated formula.

The author of the following program took first place in the 7th and 8th grade championship of the New Jersey Mathematics League in 1978-1979 (and was rewarded with a plaque and his picture in the local newspaper). Then he won second prize in the 1979 Delbarton School mathematics contest. In 1983 he became a semifinalist in the National Merit Scholarship exams.

When confronted with problems in analytic geometry in college, he decided to write a graphics program in Atari BASIC that would plot any set of X and Y curves, and let you change the scaling at will.

Load the program below. Type LIST 70 and then modify Line 70 to read: 70 Y = SIN(X). Then run the program. When the initial screen comes up and asks for the scale, type 10. The program computes the X and Y values for the whole screen, counting down all the while. After the beep, the program will plot several waves of the sine curve across the screen.

If you want to plot a parabola, change line 70 to: 70 Y = X^2 - 3. Run the program, and set the scale to 10. You will get ten tick marks on the vertical scale. When the computation is finished, you will get a parabola open at the top.

You can pick any Y value that Atari BASIC can handle, but you may have to adjust the scale values to get a satisfactory display. For homework in a calculus class, where you have to pick the high and low points of a curve as well as the turning points, this program happens to be a useful timesaver.

```
 1 REM ********************************
 2 REM *                              *
 3 REM *          GRAPHS              *
 4 REM *                              *
 5 REM *       by Dave Forbes         *
 6 REM *                              *
 7 REM * PUT NEW FORMULA IN LINE 70   *
 8 REM * SCALE PICKS VERTICAL HEIGHT  *
 9 REM ********************************
10 DIM A(320),B(320),A$(192):GRAPHICS 8
13 COLOR 1
15 SETCOLOR 1,3,0:SETCOLOR 2,3,8
20 PLOT 160,0:DRAWTO 160,159:PLOT 0,80:DRAWTO 319,80
21 REM ********************************
22 TRAP 22:? "}";:POKE 752,0
23 ? "SCALE ";:INPUT XSCALE:POKE 752,1
24 IF XSCALE=0 THEN 22
25 XSCALE=ABS(XSCALE):?
27 IF XSCALE<=20 THEN GOSUB 500
28 REM ********************************
30 FOR X=-XSCALE TO XSCALE STEP XSCALE/160
33 TRAP 130
50 R=R+1:? " ";321-R;"  "
70 Y=6*X^4+2*X^3-14*X^2-5
80 Y=-Y*160/XSCALE+80
100 F=F+1
110 A(F)=R-1
120 B(F)=Y
130 NEXT X
140 REM ********************************
165 ? "}}":LIST 70:? "^";
166 ? "";:? :? "       SCALE : ";XSCALE:?
168 REM ********************************
170 FOR Z=1 TO F-1
175 TRAP 208
176 IF B(Z)>159 OR B(Z)<0 THEN 208
177 SOUND 0,B(Z)+9,10,10
180 PLOT A(Z),B(Z)
190 IF A(Z+1)-A(Z)<>1 THEN 208
200 DRAWTO A(Z+1),B(Z+1)
208 SOUND 0,0,0,0
210 NEXT Z
215 REM ********************************
230 ? "OPTION-PRINTOUT     START-END PROGRAM"
240 IF PEEK(53279)=3 THEN 602
250 IF PEEK(53279)<>6 THEN 240
260 POKE 752,0:? "}";:END
500 REM ********************************
520 FOR J=0 TO 160 STEP 160/XSCALE
525 TRAP 540
530 PLOT 160+J,78:DRAWTO 160+J,82
535 PLOT 160-J,78:DRAWTO 160-J,82
540 NEXT J
550 FOR I=0 TO 80 STEP 160/XSCALE
560 TRAP 580
570 PLOT 158,80+I:DRAWTO 162,80+I
571 PLOT 158,80-I:DRAWTO 162,80-I
580 NEXT I
600 RETURN
602 TRAP 602
604 LPRINT
605 FOR B=1 TO 61:READ N:POKE 1535+B,N:NEXT B
606 DM=PEEK(88)+PEEK(89)*256:DM=DM+40*191
610 LPRINT CHR$(27);"A";CHR$(8):FOR X=DM TO DM+39
620 A$=CHR$(0):A$(192)=CHR$(0):A$(2)=A$
630 W=USR(1536,X,ADR(A$))
631 LPRINT CHR$(27);"K";CHR$(192);CHR$(0);A$
650 NEXT X
655 GOTO 260
660 DATA 104,104,141,21,6,104,141
661 DATA 20,6,104,141,27,6,104,141,26,6,160
662 DATA 193,173,255,136,240,35,141,255,255,238
670 DATA 26,6,240,21,173,20,6,56
671 DATA 233,40,141,20,6,144,4,24,76,19,6,206
672 DATA 21,6,76,19,6,238,27,6,76,33,6,96
```

A FEW WORDS ABOUT THE ST LIBRARY

Charlie Miller-JACG

I would like to begin this column by extending a thank you to all those members who submit material to me for the ST LIBRARY. I hesitate to mention all the names one by one as I find you always manage to leave someone out that way. But I'm sure you all know who you are and except my thanks just the same. Some of you are very prolific in your submissions and others have contributed a favorite file for the first time. However each of you I'm sure have found the satisfactory feeling of being a part in doing so. Thank you all, keep that good feeling fresh, keep contributing. Also pass the word on how easy it is to contribute and how you enjoy contributing so others will be anxious to get on the wagon and enjoy the same good experience too.

Next, I would like to caution all those who purchased disk #27 from the library. On the disk there are files INSTALL.PRG, INSTALL.RSC, and INSTALL.DOC. These files are intended for the use of installing a boot sector on your hard diskdrive. I didn't care too much for the procedure and decided not to do so on my own drive so I have no first hand experience to relate to you. However if you have any inclination in using this program I would suggest that you check out page #26 of the APRIL issue of ST APPLICATIONS about this program and then decide if you want to use it. It supposedly is not able to be deleted from your drive even with a reformat (how can that be?). Maybe the best advice would be "If in doubt, delete it out."

This month's disk of the month will be disk #28. This is the "SHINY BUBBLES" demo that you all seemed to enjoy. To refresh your memory, it was playing in the background at the March meeting. Next month I will offer disk #33 as the disk of the month. This disk has 16 picture files in "TINY" format on it. I don't know how many of you have seen any of the pictures that are on this disk, if any at all, but I assure you that they are all new to our library. These picture files came to use from Germany via Joe Kennedy. Many of these pictures are actually digitized photos. I'm assuming that they were digitized with the TECNIK color digitizer from over there which is also now available over here. I have seen them available at two of our local dealers already. So if you have been giving some thought to the idea of purchasing one of these digitizers, this disk may also serve as a preview of what you can expect from this periphial.

I will also have more copies available of disk #27. Besides the questionable INSTALL.PRG mentioned above this disk contains the ACC_LOADER program with a good assortment of .ACC files included. The general reaction to this disk was good and the initial 5 disks that I had brought to the meeting disappeared in no time. So I ran an even dozen to bring to the April meeting because many indicated that they would be looking for this disk then. Well I guess all those folks who know a good deal were at Trenton looking for a better deal that day, as not many moved. So, for those who wanted #27 but couldn't resist Trenton last meeting day, I have a good supply with me today.

I seem to have rattled on for what I consider my fair allotment for this month so I will take my own cue and close here. Take an active part in support of your club, buy disks, and contribute. This may be a good spot to also remind you to support our local dealers and let them know that you shop with them because you know of them through JACG. After all, our local dealers also contribute a lot to our organization also. Let's show them that we appreciate that.

MAIL ORDER MONSTERS

Don MacLeay-JACG

Writing a review about a game you don't particularly like is an awesome responsiblity. After all, to be fair to the programmers and the publisher, Electronic Arts, you not only have to say why but how the program could be improved.

'Monsters is the game for children with overactive imaginations, capable of memorizing lots of rules, to trounce the poor soul who visits them at the computer. Indeed, Mail Order Monsters is about 90% rules and 10% strategy. A high percentage of rules makes for strong arcade play but the graphics in Mail Order Monsters aren't good enough. When it comes down to you versus the other guy it's a battle of dueling icons. It's hard to say the game is even in real time because you have to wait for your weapon to recycle - even if its only your bare tentacles and you're all over the other guy. The wasp shoots it's stinger as if a gun. The sound effects are simple and the monsters don't seem that different from each other. Two disk drives are supported but you still have to flip the master disk over in drive one. The names of the computer opponents are all 'in' jokes for the programmers.

Still, you need that know-it-all kid because Mail Order Monsters is best played one-on-one in the tournament mode, with a corral full of monsters made up in advance. He can make the sounds of the monsters when they're hit and imitate the sound of rifles, grenades, and lasers. He'll explain why some monsters need food and others don't, what the terrain symbols are, and provide the blow-by-blow descriptions of what's happening while all you see are two fuzzy blobs.

PAST, PAST PRES SPEAKS

Bill Martin - JACG

Being a past, past president is a dirty job, but someone's got to do it. You guy's ought to keep us on a board of directors or something because we're wasting away. Note that even Art Leyenberger has taken to wearing the official "former president beard". Joe Kennedy already has his which sort of tells you that he knew in advance what his future plans were! We can say anything we want to about him because he's in Germany now. I didn't think of this before; what happens when, (notice I didn't say if), we elect a woman president?

Recently, my travels over this mighty land of our's, has taken me to Allentown, PA, where ABE'S ACES entertained me for a few hours. Getting there was half the fun, especially with the incorrect street names and addresses that appeared in the add they ran in the Washington newsletter, "Current Notes"!

While I was at the show, I drifted by the ICD booth to ask why my Spartados Construction set didn't work. A tall order since I neglected to bring my copy. Without batting an eye, the man (I think his name was Tim) asked me if I had booted the DOS. "Boot", I said, "I know what boot is!" "Sure" he said, "everybody knows what boot is." "thats what everybody say's", whereupon he proceeded to explain the following. Once you use the "XINIT" to create Dos 3.2D on the new disk you must type "BOOT D: X32D.DOS". Don't type the quotation marks. Your Spartados will now autoboot when you turn on the computer. It only took me a year and a half to find that out because the documentation doesn't really make it very clear. Now that I've got it working it has replaced every other DOS in my life, except MS. DOS, my loving wife.

As I left the March meeting I caught sight of the Commodore mouse that had been butchered up by a loyal member (who shall remain un-named) in a (it appears) vain attempt to interface it with an Atari! Upon checking with my Commodore friends I found out that there are two types of "mice'(es)" out there. The 1350, which works as a joystick in both computers and the 1351 which functions as a "real" mouse. That means that you don't have to have the General Motors board room table and a 500 foot extension cord to play "Caverns of Mars". One problem is that without Atari software (which, as far as I know hasn't been written), the 1351 won't work on the Atari. The 1350 does, but on a limited basis.

Has anyone figured out how to obtain NLQ from a PROWRITER 8510? The SG-10 gets it by printing two sets of characters that are stored on ROM, one after the other, one on top of the other with a slight shift of the carriage. What if one was to wipe out the greek character set in ROM on the Prowriter and replace it with a NLQ set? That, together with the buffer storage, just might do it. Let me know if you can get on the track with this one. I've got a bunch of resumes to do!

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AI in the Real World

Donald Forbes - JACG

Today, only two of the 25 largest banks in the world are American, compared to 16 just 30 years ago. Since 1973, foreign banks have increased their share of the U.S. commercial loan business from 8% to nearly 22%.

Bankers complain that Congress continues to drag its heels in allowing the nation's banks to compete equally with other financial institutions.

Banks have been denied such activities as underwriting corporate securities, mortgage backed securities, and mutual funds. At the same time, non-banks such as brokerage firms, insurance companies and even retailers have been allowed to offer traditional banking services such as taking deposits and making loans.

It is no wonder that the financial services industry is taking a hard look at artificial intelligence as a way to make a buck and remain afloat.

Artificial intelligence, in the form of expert systems and natural language processing systems, offer advantages over conventional DP sytems. A conventional system models a step-wise procedural process, so that the order of program actions becomes important.

AI systems, on the other hand, model a non-procedural process where the order of program actions may not be important. Thus it becomes possible to build AI systems that exhibit intelligent goal-directed behavior. These systems have the ability to work with: (1) incrementally obtained knowledge, (2) ambiguous information, (3) inexact knowledge and reasoning, and (4) with unknowns as part of the problem.

Unlike many human experts, AI systems have to potential to document, repeat and explain themselves.

These characteristics make AI systems suitable for such generic applications as: (1) classification, (2) problem solving, (3) diagnosis and recommendations, (4) systems development, and (5) planning. ▶

Most of the hoopla about AI has been devoted to programming languages such as LISP and PROLOG, to LISP machines and high resolution graphics hardware. However, there are many expert systems in existence, resident on PCs and IBM mainframes, written in such pedestrian languages as COBOL, PL/I and BASIC.

AI proponents claim they can bring these benefits to the financial world:

Increased productivity: Faster systems development through the use of tools. Enabling junior people to function more like experienced people through the use of developed systems.

Increased flexibility: Expert systems technology will allow an organization to react quickly to changing business needs.

Increased end-user involvement: A larger subset of the end-user community can get involved because the systems are easier to use and maintain.

Better quality and consistency of decision making: Judgment methodologies can be automated so that the same set of circumstances always produce the same results, even if the information is "fuzzy." Non-procedural knowledge can be captured.

Better image to customers: Delivery of more products and services at lower cost.

Here are some current uses in the financial industry: product information desk, asset liability management, personal financial planning, credit scoring, loan pricing, and interest rate forecasting.

Here are some prospective applications: a data center help desk advisory system, telecommunicatons network optimization, message routing, call directing, portfolio analysis, and trip scheduling under budget constraints (Does the CEO go first class, and the auditor go tourist class on the night flight?).

To put these systems in place means training a whole new generation of knowledge engineers. They must be taught to interview experts using new methods, taught AI analysis and programming techniques, and shown how to design and implement AI systems.

With proper training, a knowledge engineer can (1) fine tune AI systems for efficiency, (2) choose the best paradigm for representing the problem, (3) be responsive to the needs of the organization, (4) stimulate an expert's thinking, and (5) work with the specifications for an interactive rather than a fixed system. ▶

He can also expect to make a bundle. In the development of conventional systems the programmer and the analyst are two different people, and large programming teams are commonplace. On the other hand, in the development of expert systems the entire process is often done by one person, teams are generally very small, and the knowledge engineer's knowledge can become greater than the components of the knowledge extracted from experts -- this knowledge is often lost in conventional development methodologies.

A trained knowledge engineer learns that knowledge: captures generalizations; is extremely difficult to extract; and can be used to control itself. He also discovers that knowledge is: voluminous, inexact, incomplete, acquired incrementally by experience, often non-quantitative, can be domain specific, and can be judgmental. It can also be common sense ("Buy low, sell high" or -- to quote the late Baron Rothschild: "Buy sheep, sell deer.")

The knowledge engineer also learns that almost all knowledge-based systems perform classification at some point, either to identify something unknown as a member of a class or group, or to solve a problem from a set of pre-enumerated solutions. There are three types of classification:

Definitional: "If it quacks, then it is a duck."

Qualitative: "If the temperature is more than 90 degrees, it is hot."

Generalization: "If the computer systems fits on your desk, it is a PC."

The knowledge engineer chooses between rule-based systems and frame-based systems.

The rule-based systems use a series of IF-THEN questions. Is your new product a time-saver, a time-shifter, or a time-freer? Here is a set of questions that will give you the answer: Does it speed up a task? Record anything? Operate completely automatically? Save human effort? Save steps in a task? Contain a timer device? Extend availability of a resource? Operate without intervention after initial setup?

Time-savers are: washing machines, microwave ovens, and permanent press clothing. Time-shifters are VCRs and phone answering machines. Time-freers are frostfree refrigerators and self-cleaning ovens.

Frame-based systems look like database systems. They tend to perform more efficiently, are naturally semantic in nature, and are especially suitable for problems with a

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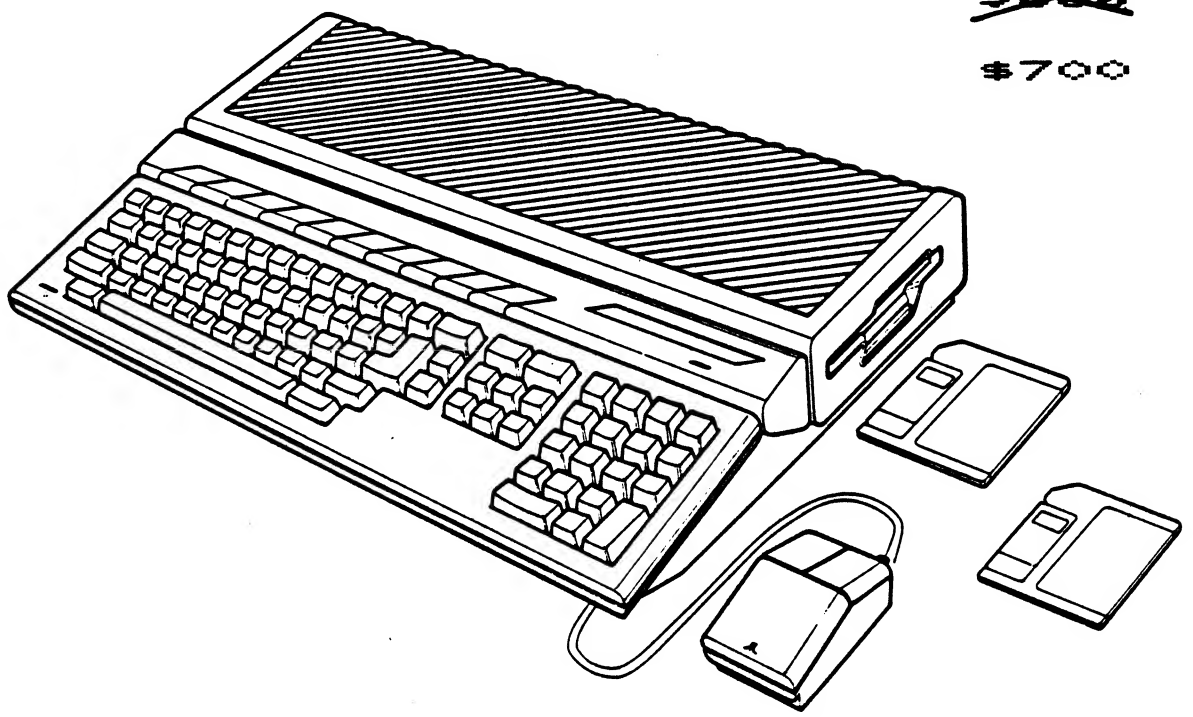

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large body of facts. Disadvantages are: they are more difficult to develop, only one type of data structure is allowed, and they can get into infinite loops.

An example of a frame-based system would be the familiar credit checking program: Do you own or rent your home? If own, what are the monthly payments, your equity, the market value? If rent, for how long and how much? If employed, for how long and at what salary?

Here is an interesting prediction from an expert: "The C language, already recognized as the best language to use in a UNIX environment, will become increasingly important in AI. One vendor is already using it in natural language processing, where its string handling capabilities are very useful. It is excellent in communications and when more of the development tools can integrate with functions in C (as is the trend) it will be an excellent choice for AI development.

"Down the road, when AI technology is used more widely it will be preferable to employ C rather than LISP or PROLOG, because C is easier to teach to new programmers, it is easier to maintain systems written in C, it can be used to build efficient programs, and C compilers are available for virtually every computer."

If I have been able to see farther than others, it is because I have stood on the shoulders of giants. Actually, the giant is really a good-looking newly-married young lady who as assistant professor of information systems at NYU teaches PROLOG programming on Tuesday nights. One recent morning on Friday the 13th she lectured for three hours to an auditorium filled with financial people, and the above is a summary of her remarks.

Susan Garavaglia has also written a book on PROLOG, which arrived in the mail this week. For the past year I have wanted to create a mathematical expert system in PROLOG, and Susan's book may be just what the doctor ordered. Will let you know at a later date.

Pocket Computer

by Donald Forbes - JACG

[KEN PIETRUCHA: I must show you my lastest pocket computer. This thing looks like a hand calculator, but notice this display window at the top -- two and a half inches by one and a half. If I press the GRAPH key and then the SIN key it starts to draw two cycles of a sine curve in the window in about two seconds.

I can also draw a parabola by inserting the formula, like this, and then overlay it with a straight line. By moving the cursor I can find the intersection points, and their exact coordinates to six decimal places.

I think it is neat. I got it at Crazy Eddie's for $50. They wanted $60 but I talked them down. It is a CASIO fx-7000G.]

You can buy this incredible device, as I did, for $70 plus tax. It measures 7 inches by 3, is half an inch thick and weights 5 ounces. The three lithium batteries are good for 120 hours (when idle it shuts down after 6 minutes). You also get a 200-page owner's manual and a 160-page applications manual.

The box is labelled "Graphic CASIO fx-7000G Scientific Computer for Students, Engineers, and Business Professionals. Made in Japan. At CASIO, miracles never cease!"

The mathematician has access to 20 types of built-in function graphs (trigonometric, including hyperbolic, functions and their inverses in degrees, radians and grads, exponential functions, powers, and random numbers) and the ability to display user generated functions.

The engineer can compute with a 13-digit mantissa and a computation range of ten to the 99th power (which is more than all the known particles in the known universe). He can store ten programs (even after powering off) with 422 steps and including 9 levels of subroutines. There are provisions for conditional, unconditional, and counted jumps (goto, branching, looping), and debugging facilities, as well as to convert to binary, octal or hexadecimal . As many as 78 numbers can be stored in an array.

The resulting information can be shown in the display window, which has a resolution of 96 by 64 does, allowing text display of 16 columns by 8 lines, or 128 characters. The displays can be magnified or reduced by changing the scale factor, and one graph can overwrite another. You can even change the screen contrast. You can draw hysteresis loops and determine the points of tangency of curves and lines.

The statistician can display single variable data as a bar graph, a line graph, or a normal distribution curve. He can display paired variable data as plots on the screen and then fit a curve through the data.

What are the applications? Here are some possibilities:

ELECTRONICS

Calculate the equivalent capacitance for a series of capacitors. Find the resistance of resistances in parallel. Calculate the impedance and phase angle for an alternating current circuit. Circuits containing

capacitance and resistance have a time constant which is the resultant of the two (the five factors are voltage, voltage across the capacitor, resistance, capacitance, and time -- and any one of these can be computed and graphed if the other four are known). You can write a program to do delta-Y transformations of nodes in a network.

FINANCIAL
What is the present value of $5000 to be paid in four years at 14%? What is the monthly payment of a car loan over five years, and the total interest paid. Which gives the fastest write off of an asset: declining balance, sum of years digits, or straight line?

STATISTICS
Given the failure rate in millions of lines of 10 dot-matrix printers, compute the mean and the range of values for one and for two standard deviations. Compute the slope and intercept of a straight line fitted to table data.

PHYSICS
A ship sailing at 15 knots on a great circle route from New York to Lisbon will go 2,926.81 nautical miles and take 195.12 hours. The earth in its orbit around the sun when at a distance of 92 million miles is travelling at 30.1 kilometers per second.

MATH
A parabola with a height of 20 feet and a length of 90 feet has an arc length of 100.7636 feet. The length of an ellipse with a major axis of 50 feet and a minor axis of 10 feet is 210.08593 feet. What is the area under a curve using Simpson's rule? You can graph a curve and find the maximum and minimum and inflexion points without resorting to calculus and differentiation.

What is missing?

Does it have a printer? Does it do symbolic algebra? Does it do symbolic calculus? Does it accept your own formulas and then solve for any unknown? Does it perform matrix operations as easily as four-function math? Does it handle complex number arithmetic as easily as four-function math? Does it have RPN (reverse Polish notation) logic with algebraic expression entry?

The answer to all of these questions is: NO. If you want all these capabilities then you will have to lay out $235 for the Hewlett-Packard 28C calculator. And if you want the optional printer with the infrared beam then you will have to lay out another $135.

Does the CASIO have a built-in modem? No. But then neither does the HP-28C.

Thank you, Ken. I look forward to hours of fun with this incredible machine.

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NOISE from NOYES

D. B. NOYES - JACG

Recent acquisitions to the Noyes Collection:
Technicolor Dream (Red Rat Software)
Multi I/O Board (ICD)
and,
Qwik Pix (White Lion Software)

Am I ready to in-depth review them? No, however, I'm always good for a quick comment or two (never at a loss for words!).

By far and away the most expensive ($199.95 less a necessary cable for my printer [I already had a cable for the modem]) is the Multi I/O board from ICD (the SPARTA DOS folks). A combination Ramdisk, printer interface, modem interface, hard drive interface, and printer spooler (buffer). Available in 256K or 1 Meg versions (the $199.00 was for the 256K version, I'm not independently wealthy!) it definitely has a lot to offer, especially if one does not already have printer and modem interfaces (the ATARI 850 currently going for $100.00 to $120.00). I purchased the Multi I/O board primarily for the buffering capability (getting the Newsletter together takes long enough, with the buffer I can be working two or three files in advance of the printing), however, I can attest to the problem free operation of the modem interface. As for the ramdisk (double density), the size of the RAM is conditional upon the size of the spooler, and vice-versa. One can have a full-size double-density ramdisk and a 64K spooler. A bug, however, does exist in the ROM chip, the spooler does not work properly with SYNFILE+, and must be 0 RAM (and thus not used) in order to print SYNFILE+ files. The upgrade, when and if available, will cost $10.00 on a chip exchange basis. ICD said that they are working on it.

Technicolor Dream, from Red Rat in Thr U.K., is a color graphics program with the ability to select 256 colors at a time from a grid on the screen; and with the combination of hue, intensity, et al - it is claimed a million colors are available. I bought the program in Ireland while there on a business trip...hoping to bring back something not available here. It cost the equivalent of $29.00 there...I then found it here for $10.00 less! Another Noyes patented move! I'm no artist...don't know what I'll do with it.

Qwik Pix from White Lion Software was something that I purchased to help in the preparation of the Newsletter. It is touted by White Lion to:"put print shop graphics into atariwriter" (lowercase is theirs, not mine). Well,

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the verdict isn't exactly in yet...but my initial reaction is that I may have another claim versus reality conflict here. Yes, with Atariwriter, I can mix graphics and text....but, it appears that almost all features of Atariwriter are lost in the process. Although I'm still working on it, I have as yet been unable to get condensed print and the proper margination (that is a word, isn't it?). I have been able to get full-page with standard font, but it seems that a tremendous amount of work will be involved (if possible) to be able to insert Print Shop graphics into a condensed, right-justified JACG Newsletter column.

In the Public Domain---Some controversy, or at the least, misunderstanding, resulted from my U/L'ing of ICONSHOP (a SHRUNK file) and SHRINK2 (the file to "unshrink" the ICONSHOP file). Believe me folks, both files are GOOD. There are no "worms" in ICONSHOP...however, since ICONSHOP deals with Print Shop icons (and we all remember that Print Shop is not ATARI DOS compatible), one must save the edited icons to a SEPERATE formatted diskette. If one saves to the disk that contains DOS and ICONSHOP files...bye bye file structure and hello problems! I'll demo both at the May meeting; hopefully all concerns will be dispelled!

In the picky, picky department. I've been writing this column for over a year, every month - granted, it is sometimes difficult to be inspired. Last month the column did not appear - intentionally; not one of the 500+ readership mentioned the missing column. Boy, I knew I wasn't Shakespeare, but completely ignored - how ignoble!

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LETTER to the EDITOR

from

CURRENT NOTES

April 1987

Bob Kelly

II. Letter to Editor

A recent letter to the editor by a software producer is a classic in how not to set a price. To quote the relevant portion of the letter:

"The price was incorrectly printed as $179.95. It's actually $79.95. This will increase to $149.94 as of January 1, 1987. There will be a more extensive manual and several new features added, most notably a complete payroll program.

There has been a lot of confusion concerning the price. ANTIC reported it as $19.95 at one point, overlooking information about an increase and using the price in the original submission six months earlier."

Now, let's review the bidding. It was originally erroneously reported that the price was $180. The developers marketing the program stated the initial price was only $20. But six months later, the price increased by "400%" to $80 up until January 1, 1987. Then, a decent manual was written (boy, am I glad I didn't buy the old one) plus the addition of a payroll module and the retail climbed to $150. This represents a 750% increase over the original $20 price in less than a year! If I figured this wrong, write.

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This week in Zmagazine New Jersey

<(*)> Atari vs. Commodore
Lawsuit is Settled

<(*)> ST Express--New Publication
For ST Users

<(*)> Electronic Arts Buys Out
Batteries Included

<(*)> DataTrieve Review

<(*)> New CoinOps From Atari
In The Arcades

<(*)> Plent's Page

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April 27, 1987

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<(*)> Star Raiders to Sundog--
Evolution of the Space Games

<(*)> ACTION! Programming Tips

<(*)> Zmag Notes

<(*)> New ST Products--WordPerfect
and Monitor Master

Letter to the EDITOR

J. Hicswa - JACG

Dear Editor, Hi!

Thanks for answering my postal-card question about Easter-time program. It was kind of you. You're a dedicated person who sets a good example.

as Editor of JACG Newsletter your position helps make our world a nicer, safer place through Atari Computers. You and JACG Newsletter spread the word!

Many Jacg members cannot attens monthly meetings to benefit from question/answer sessions and tutorial demos. Neither do all of us have nearby upperclass JACG members who guide us from our shadows of frustration. Therefore it is suggested we have a question/answer problem column whereby all readers may benefit from the article.

Thanks again for your call.

ed. note...This letter, to me, makes it all worthwhile. Furthermore, Mr. Hicswa makes an extremely valid suggestion. It has been brought up before in meetings...WE need some one to record questions and answers from the meetings and then put them into an article for the Newsletter. Perhaps mail-in questions could also be included! Where is a volunteer???

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Gary Gorski
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Membership Renewal

Take a moment and look at your mailing label on a recent issue of the JACG newsletter. Check the bottom right hand corner following "Last Issue:". This is the month/year when your membership expires. Try to renew at least one month early. This helps us keep our book keeping in order and avoids your missing any issues of the newsletter.

There are two easy ways to renew:

1. Fill out a membership renewal form in the front lobby before our monthly meeting and present it with $25 (in cash or check) to the Treasurer. Add $6 for first class mailing of the newsletter.

2. Copy the information on your mailing label and send, with your remittance, to:

Robert P. Mulhearn
8 Crescent Road
Pinebrook,NJ 07058

>>>CHECK YOUR LABEL<<<
>>>TODAY!<<<

J A C G Newsletter Advertisements

RETAILERS - MANUFACTURERS - VENDORS

How would you like to reach a targeted audience of over 700 ATARI computer users? This newsletter has a press run of 800 per month, is read by members and non-members alike, and is sent to over 60 other ATARI User Groups across the U.S. and in several other countries.

Advertising is available on a first-come and space-available basis. Camera ready copy, accompanied by payment, must reach the Editor by the 20th day of the month preceding publication. JACG reserves the right to make decisions concerning the placement of ads within the Newsletter and editing or rejecting advertisements deemed unsuitable.

Contact: Gary Gorski
313 Sheridan Ave.
Roselle, NJ, 07203
(201) 241-4554

Advertising Rates

Full page (7-1/2 x 9) ... $48.00
Half page $25.00
Quarter page $18.00

Discount rates available upon request.

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JERSEY ATARI COMPUTER GROUP

8 CRESCENT RD.

PINE BROOK, NEW JERSEY 07058

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JACG NEWSLETTER — VOLUME 7 NUMBER 3

MAY 1987

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